SUPER MARIO SUNSHINE™

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Official Nintendo Seal of Quality

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 U.S. $1.50 per minute
1-900-451-4400 Canada $2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under age 18 need to obtain parental permission to call. (Prices subject to change)

EVERYONE E CONTENT RATED BY ESRB

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE
Comic Mischief

Nintendo

ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.
Manufactured under license from Dolby Laboratories. Contains Confidential Unpublished Works of Dolby Laboratories. ©2001 by Dolby Laboratories. All rights reserved.
™, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2002 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

WELCOME TO ISLE DELFINO! 6

MARIO'S VACATION GONE WRONG 8

USING THE CONTROLLER 10

GETTING STARTED 12

THE GAME SCREEN 14

MARIO'S MOVES 16

ISLE ITEMS 29

GAME PLAY 30

ADVICE FOR TROUBLED TRAVELERS 32

Produced by the Isle Delfino Tourism Bureau

Welcome to lovely Isle Delfino!

It's time for FLUDD and me to shine!

What, you ask, is Isle Delfino?

It's the **sun-drenched island resort** on everyone's must-visit list, of course!

What can Mario do on the island?

I am FLUDD.

Mario's latest adventure is filled with action galore! Mario **runs**, **swims**, **slides**, and **wall-jumps** to the highest heights. With **FLUDD** strapped to his back, Mario **drenches** enemies, solves puzzles, and even takes to the skies! Oh, and **Yoshi**'s back, too, so saddle up!

For more on Mario's moves Pg. 16

For more on FLUDD Pg. 22

Mario's Mission

Shine Sprite

It's up to Mario to clean up the mess on **Isle Delfino**, **solve puzzles**, and **defeat enemies** in order to gather the scattered **Shine Sprites**. Plus, he's got to reveal who's behind the **M mystery**!

For more on game play Pg. 30

~Mario's Vacation Gone Wrong~

Close your eyes and imagine...soothing sunshine accompanied by the sound of waves gently breaking on the shore. High above, seagulls turn lazy circles in a clear blue sky. This is **Isle Delfino**.

Far from the hustle and bustle of the Mushroom Kingdom, this island resort glitters like a gem in the waters of a southern sea.

Mario, Peach, and an entourage of Toads have come to Isle Delfino to relax and unwind. At least, that's their plan...but when they arrive, they find things have gone horribly wrong...

According to the island inhabitants, the person responsible for the mess has a **round nose**, a **thick mustache**, and a **cap**...

What? But...that sounds like **Mario!?**

Mario

Pianta **Noki**

Isle Delfino Residents

"Who could this mysterious figure be? He looks just like Mario!"

The islanders are saying that **Mario's** mess has polluted the island and caused their energy source, the **Shine Sprites,** to vanish.

Now the falsely accused **Mario** has promised to clean up the island, but...how?

Never fear! **FLUDD**, the latest invention from Gadd Science, Inc., can help Mario tidy up the island, take on baddies, and lend a nozzle in all kinds of sticky situations.

Can **Mario** clean the island, capture the villain, and clear his good name? It's time for another Mario adventure to get started!

Princess Peach

Princess of the Mushroom Kingdom

Toadsworth

Peach's longtime steward.

Toad

Peach's attendant

Using the Controller

Camera Controls

Pg. 17

L Button
Center camera behind Mario.

C Stick
Change camera position
Rotate
Zoom in
Zoom out

Y Button
Fix the camera directly over Mario's shoulder. Press Y again to return to normal.

Z Button
Guidebook
Pg. 31

START / PAUSE
Pause game.
Pg. 15

Control Stick

Move Mario

Control speed by altering the tilt angle.
Pg. 16

When riding Yoshi Pg. 27

R Button

Using FLUDD

Normal Nozzle — **Squirt**

Stop and squirt!
Press R all the way in and use to direct the spray.

Squirt on the run!
Lightly press R and use to move.

X Button

Switch Nozzle

Hover Nozzle — **Hover**
Press R all the way in and use to move.

For more nozzle information Pg. 22

When the tank's empty...
Stand in water and fill up with R

A Button
Pg. 18

Jump, Swim Faster

Ground Pound — A + L

B Button
Pg. 20

Talk, Pick Up, Dive

Slide — + B

Getting Started

Insert the Nintendo GameCube Game Disc and a Nintendo GameCube Memory Card (sold separately) into the console, close the cover, and turn the POWER Button ON. On the Super Mario Sunshine title screen, press START/PAUSE to continue to the file-select screen.

Beginning a Game

Insert the Memory Card into Memory Card Slot A, then follow the on-screen instructions to create a file for this game. Press A to confirm your choices.

File-Select Screen

Move

Jump

•Playing for the first time

Use to select a file block then press A.

Select START from the menu screen and press A again.

•Continuing a saved game

If you save a game that you're playing, you will be able to continue that game by choosing the file block containing the saved data the next time you play.

About saving Pg. 15

•To save game data, there must be at least **7 free blocks** on the Memory Card in Slot A.

•Once you have saved a game, the game can be continued from that point at any time. Make sure the Memory Card with the saved Super Mario Sunshine game data is properly inserted into Slot A.

•Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

Copying Saved Game Data

On the file-select screen, you can copy or erase saved game data. Select the file block that contains the saved game data that you want to work with, then select Copy or Erase from the menu that appears and press the A Button to confirm your choice.

•Once saved game data is erased, it cannot be restored. Be careful when erasing game data.

Score

Choose a file block containing saved game data, then select Score from the menu. Choosing Score allows you to check the number of coins and Shine Sprites you've collected up to that point. (Pg. 29)

Options

On the file-select screen, choose Options to work with the following game settings. Use to choose a setting and A to make your selection.

Rumble

Turn the Controller's built-in Rumble feature ON or OFF.

Sound

Change the in-game sound settings to Stereo, Mono, or Surround.

The Game Screen

Collected Shine Sprites

Collected Blue Coins

Collected Coins

Recover Shine Sprites to move to new stages.

Collect coins to recover health. Blue coins are very rare.

Pg. 29

Mario's Life (Health)

When Mario takes damage, the health meter drops. When the health meter reaches zero, one life is lost. When all lives are gone, the game ends.

NOTE!

To recover health...

...collect coins or other items.

FLUDD's Water Meter

Look here to see which nozzle (Pg. 22) is in use and how much water is left in the tank.

Switch Nozzles (X)

Refill Tank Press (R) while in water.

Hint Window

From time to time, FLUDD will give some helpful game tips. Don't miss 'em!

Pause Screen and Saving

Press START/PAUSE during game play to pause the game.

Continue

Choose return to the game.

Save

Save while paused!

A game can be saved anytime the pause screen is available.

Leave the Episode

Leave the current episode and return to Delfino Plaza.

Mario's Lives

Current Episode's Title

NOTE!

Do not remove the Memory Card, press the POWER Button, or reset the game while saving. Doing so may erase saved game data or cause damage to the Memory Card or the game console.

Mario's Moves

One Step at a Time

Walk, Run Tilt in any direction.

Tilt the Control Stick a little to walk, a lot to run.

When there's not much space, be sure to watch your step.

Sidestep L + ◀ ▶

In the Water

Swim Tilt in any direction.

Press A repeatedly to swim faster.

Dive B Press A repeatedly to move toward the surface.

Be sure to come up for air before the **life meter** reaches zero, or else!

NOTE! Camera Controls

Changing the camera's position may make progressing through the game smoother and faster. So be brave, experiment with the camera, and see Super Mario Sunshine from whole new perspectives.

Use to look around.

Press Y to stand in one place and look around with . Try looking in every direction to discover the unexpected. Press Y again to return to normal view.

Mario Cam Y

L Center the camera behind Mario.

Rotate camera around Mario. ◀ ▶

Zoom in or zoom out.

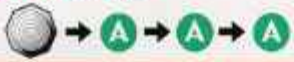
When the camera is obstructed by a building, the display will look like this.

A Button Actions

Jump A

NOTE! Some enemies can be defeated by jumping on them.

Triple Jump



Jump while running, then jump again upon landing. The third consecutive jump will be a forward-flipping, ground-covering super jump!

Spin Jump

Rotate ◯ in a circle one time and press A to perform a high-flying Spin Jump.

Ground Pound A + L

Press L in mid-jump to come crashing down onto enemies and crates, causing major damage.

NOTE! When falling from high places, try doing a Ground Pound right before landing.

Side Somersault

This jump comes in handy when trying to reach places a standard jump can't or for getting above large enemies.

In this case, face away from the wall and tilt ◯ to the left.

Immediately tilt ◯ back to the right and press A.

Success!

Wall Kick

Jump toward a wall

A → A → A...

Jump toward a wall then jump again as soon as Mario makes contact. Perform successive wall kicks between two walls to climb higher and higher.

NOTE! Never give up! Try pressing A even when sliding down walls!

B Button Actions

Talk B

To talk to a character, stand next to him or her, wait for B to appear above his or her head, then press B to begin speaking. Press A to speed up the text display.

Carry Pick up items with B

Throw Aim with and throw with B

Press B when standing next to an item that can be carried, like a piece of fruit or a barrel, to make Mario pick that item up. Carrying things while moving is easy–simply tilt in a direction and get going! To toss an item away, tilt in any direction with and press B.

NOTE! Actions may differ from place to place.

Pull Grab with B and tilt to pull.

Open doors B

Body Slam

A + B

Press B while jumping to fly headfirst into enemies.

Slide + B

Press B while running to dive into a headfirst slide. In areas covered in liquid, control the direction of the slide with .

NOTE!

Slip-sliding away!

Here's a technique that lets Mario slide in places other than slopes.

Press R lightly then tilt to spray water straight ahead while running.

FLUDD Pg. 22

Immediately press B to dive and slide across the wet surface! Control the direction of the slide with .

Front Somersault B A

While sliding, press A to perform a flying forward somersault. This is great for covering ground quickly.

R

FLUDD

FLUDD's Multipurpose Nozzles

In the beginning, FLUDD is equipped with two standard nozzles – the Squirt Nozzle and the Hover Nozzle (☞ Pg. 24). FLUDD's abilities change depending on the type of nozzle equipped.

Switching Nozzles

Switch nozzles with X

Squirt Nozzle

This nozzle is available from the start.

Use the Squirt Nozzle to clean up graffiti and douse enemies. What happens when other things get soaked? Try it and see!

Squirt

Press and hold R to squirt water.

- The stream of water will continue for a few moments.

Use ◯ to direct the flow of the water.

Running Squirt

Press R slightly to squirt, and tilt ◯ to move.

This is handy when cleaning up large polluted areas.

Difficult Dousing

Switch to the Mario Cam to stand in one place to clean up hard-to-hit places.

Mario Cam Squirting

Press Y + R

Sprinkler Squirt

◯ + R

Drench entire areas with this move.

Jump and squirt at the same time!

Press R when jumping to squirt, or press A when squirting to jump. Squirt while spin jumping and watch as water flies every which way!

Back Somersault

R + A

Press A while squirting to do a back somersault.

NOTE!

Tilt Nozzle Up and Down

L + ◯

Sidle Squirt

Use L + ◯ while holding down R

Mario's Moves

Hover Nozzle

This nozzle is available from the start.

Hover

Press and hold R and steer with

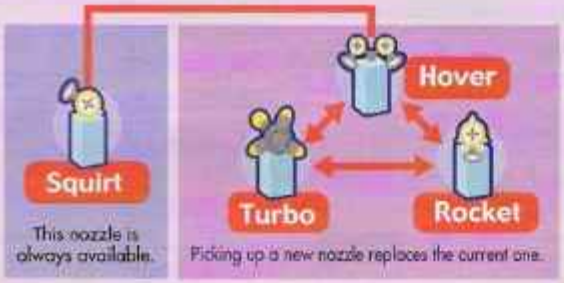
Press and hold R to hover for a limited time. Hover in mid-jump to float up even higher.

NOTE!

Two nozzles at a time...

Throughout the isle, you'll see several different nozzle boxes, each containing a different nozzle. Only one box can be opened at the beginning of the game. Look for solid boxes.

The nozzle taken from a nozzle box in a stage replaces the Hover Nozzle. The Squirt Nozzle never gets replaced.



- To regain the Hover Nozzle, search out a Hover Nozzle box somewhere in the area.
- Upon returning to Delfino Plaza, FLUDD's nozzle inventory reverts to the Squirt and Hover Nozzles.

Rocket Nozzle

Blast Off!

Press and hold down R

The Rocket Nozzle is ready for use right out of the box. Press and hold R to charge it up, then go soaring upward in an explosion of water vapor.

Turbo Nozzle

Motor!

Press and hold down R

The turbo nozzle is also ready for use right out of the box. Press and hold R to charge it up, then take off at high speed! It also works in water.

Press A while dashing to jump to out-of-reach places.

NOTE!

Fill 'er Up!

Press R while in water.

FLUDD only works when there's water aplenty. Be sure to check the water level in FLUDD's tank on the lower-right of the screen. Fill it up before it has the chance to go empty.

Special Moves

Jump and Hang Press A near a rope or a cliff's edge.

Climb or A

Let Go B

Walk carefully as you cross ropes!

Hang Press B

Super Whirl Jump

Press R while hanging to spin.

Press A to let go.

Use the Super Whirl Jump to gain momentum then press A to fly far, far away!

Grab Use A to jump onto trees and metal screens.

Climb

Revolving Gates Press B on a gate.

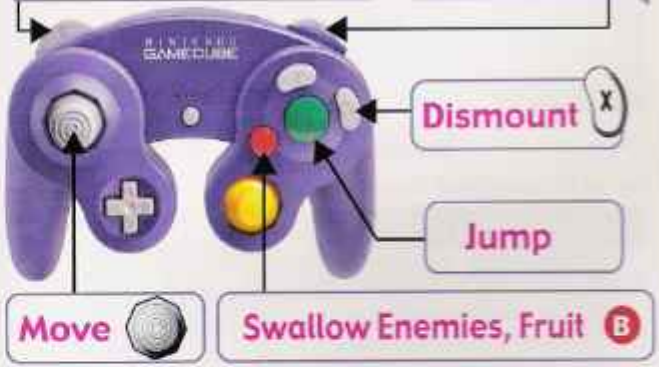
Yoshi!

Find Yoshis in Yoshi eggs. Bring fruit to these eggs to hatch them.

Saddle up!

Press A near Yoshi to jump on.

Controls When Riding Yoshi



Yoshi can spit juice after eating fruit. Pg. 28

NOTE! Yoshis found on Isle Delfino can't stand water.

Eat Fruit, Spit Juice!

The juice tank in the lower right-hand corner of the screen fills up when Yoshi eats a piece of fruit. Press R to spit juice. Use ◯ to control the direction of the juice. The effect of the juice depends on the type of fruit Yoshi eats. Try eating many different kinds of fruit and test out the powers of the different juices. If Yoshi gets hungry, he'll head for home.

Juice Tank

Can juice be used for things other than shooting enemies...?

Fruit

Yoshi loves fruit! Besides feeding it to his dinosaur buddy, Mario can also kick and throw fruit. It may come in handy in surprising situations, so experiment!

Isle Items

Shine Sprites

These fellows embody the power of the sun and provide the energy that sustains Isle Delfino. Mario can move to new levels by collecting Shine Sprites.

Coins

Coins are scattered all over the island. Collect them to restore health to Mario's life meter. What happens when Mario gathers 100 coins...?

Blue Coins

Pick up blue coins to regain two health points. These are rare coins that may interest a certain shopkeeper.

Red Coins

There are 8 red coins in each level, and each coin restores two health points. Collect all 8 coins with one life to get a Shine Sprite.

Water Bottles

These bottles fill up FLUDD's tank. Small bottles fill the tank halfway and large bottles fill it all the way.

1-Up Mushrooms

Get one of these magical mushrooms to get back a life. They'll also fill Mario's life meter and FLUDD's tank.

Game Play

From the Airstrip to Delfino Plaza

Meet FLUDD at the Airstrip and clean up the mess to get the first Shine Sprite. Next, move on to Delfino Plaza. Use every trick in the book and FLUDD's power to straighten up the place.

Delfino Plaza

NOTE! All saved games will begin in Delfino Plaza.

Recover Shine Sprites to Move to New Episodes

Solve problems in each stage and recover a Shine Sprite to move on to a new episode.

There are multiple episodes in each stage. Complete them all!

Viewing the Guidebook

Press Z to access the Guidebook during game play.

Display the Guidebook with Z

Use ● to move the glove cursor. When it points at specific areas, the number of Shine Sprites and coins collected there will display at the bottom of the screen. Press A to view a simple explanation of the area. Select Score to view the total number of Shine Sprites recovered as well as other score-related information.

Cursor Move with ●

Press Z or B to return to the game screen.

Advice for Troubled Travelers

Q How do I get to new stages?

A Isle Delfino is being plagued by a series of problems. Investigating these problems and clearing them up should open up new stages. Be sure to talk with the island inhabitants, as they're full of vital information. When in Delfino Plaza, pay attention to D.E.B.S., the Delfino Emergency Broadcast System. It displays the latest news and happenings at the bottom of the screen.

NOTE!

It's rumored that the multicolored M graffiti tags are key to this adventure. Have you seen any?

Q I don't know how to defeat enemies.

A The most basic technique is to jump on enemies' heads. Mario can defeat or stun many enemies by squirting them with water. Throwing things at foes may also be worthwhile. Bosses and other special enemies can only be defeated by certain means, so try combining lots of moves to discover each baddie's weakness.

Q I'm having problems recovering Shine Sprites!

A Here are some methods for gathering Shine Sprites.

- Struggle through obstacles to reach the Shine Sprite's resting point.
- If an enemy is carrying a Shine Sprite, defeat that enemy.
- Meet certain conditions to get a Shine Sprite from someone.
- Collect 8 red coins using only one life.
- Find objects hiding in secret places.

Each stage on the island, excluding Delfino Plaza, contains numerous episodes. Finish each of these adventures to recover a Shine Sprite. Some episodes are harder than others, so instead of struggling too much, it's sometimes best to try and complete other episodes first and then return to the difficult ones later in the game.

NOTE!

Individual episode titles appear when you enter a stage or at any time on the pause screen. These titles often contain hints on where the Shine Sprites may be or how they may be recovered.

Q I want to clean up Mario! He's covered in goop!

A FLUDD can get rid of the pollution, right? Well, the power of water works for Mario, too. Simply get wet to get clean. Spinning at high speeds, like a living washing machine is effective as well.

Q The sunlight on the island is so bright...

A As Mario recovers the scattered Shine Sprites, the sun over Isle Delfino slowly recovers its strength and gets gradually brighter. If you've got sensitive eyes, search out the sunglasses vendor in Delfino Plaza. You should be able to get some shades and give your eyes a break. To get rid of the glasses and see the world in its natural lighting, simply talk to the vendor again.

Q What are the round lids I see from time to time?

A These are manhole covers. Perform a ground pound on them to drop through and pass underground. The subterranean tunnels here link up to various points and may provide valuable shortcuts.

When you drop through a manhole, the display will look like this. Stand directly below a manhole cover and press A to jump up and return to the surface.

NOTES

NOTES

Important

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY
Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY
Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY
Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. **Please do not send any products to Nintendo without contacting us first.**

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA